# CHUTES AND LADDERS®

## VCR INSTRUCTIONS

**For 1 to 4 Players**

### NOTE TO PARENTS: IT'S CHILD'S PLAY—WITH YOUR HELP

Younger children and first-time game players will need your help when playing *Chutes and Ladders VCR*. The first time your child plays, just watch the video. Save the game for later. After your child has become familiar with the sights and sounds on the tape, then introduce the game.

Take the time to enjoy the game with your child. And be patient. The clues come fast, one right after another. Players have only a few seconds to make the match and move their playing piece. Repeat play is a must, especially for younger children. With repeat play and your help, your child will soon be showing you how to play!

## Contents

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| 1 VHS Videocassette | 1 gameboard |
| 30 cards | 4 playing pieces |
| 4 plastic stands | 1 instruction sheet |

# Object

Have your playing piece on the highest ladder space at the end of one game!

# The games on your tape

Included on your tape are 4 separate games. "Thrills and Chills" and "Ricky and Nikki Vs. the Space Dragons" are number matching games. "The Golden Cuckoo" and "The Case of the Lost Choo-Choo" are picture and sound matching games. Bobby and Reggie, the Chutes and Ladders Kids, give a brief explanation of set-up and play for the games right on the tape.

# How to set up the game

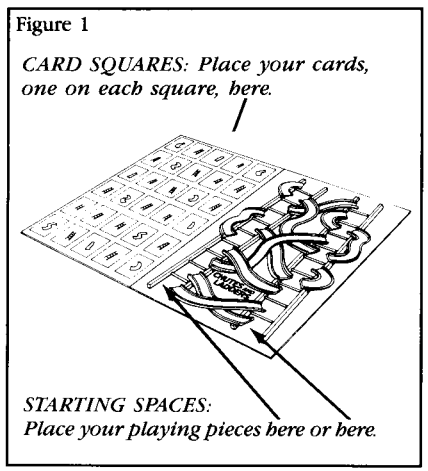
1. Place the gameboard within viewing distance of your TV.

2. Carefully punch out the cards and the playing pieces from the cardboard sheets.

3. Insert one playing piece into each plastic stand. Each player takes a playing piece and places it on the gameboard at the bottom of either ladder. See Figure 1. Two or more playing pieces can be on the same starting space.

4. The cards show numbers on one side and pictures on their opposite side. If you are playing a number matching game, you will set up the gameboard with all the number cards facing up. If you are playing a picture and sound matching game, you will set up the gameboard with all the picture cards facing up.
The first game on the tape is a number matching game. Place the cards on the gameboard with all the number cards facing up. You will position the cards randomly, one card per square. See Figure 1.

Figure 1




The tape will tell you how to set up the gameboard for the other games. The tape also allows you time to set up before a new game begins.

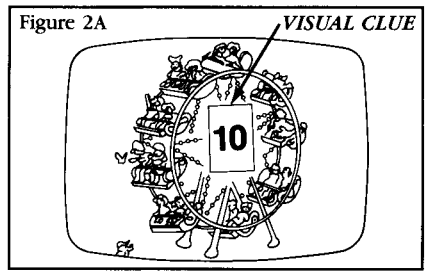
5. When you are ready to play, follow the manufacturer's instructions for operation of your VCR. Insert the videocassette into your VCR and press PLAY.

# How to play

**Chutes and Ladders VCR plays differently from the Chutes and Ladders board game. Read on and pay special attention to how you move on the gameboard.**

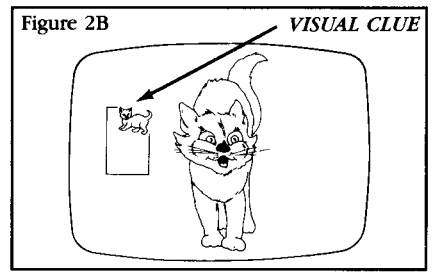
1. Youngest player goes first. Play proceeds to the left.
2. On your turn: WATCH the screen and LISTEN to the story. A visual clue will appear on the screen accompanied by an audio signal.
•If you are playing the number matching game, the visual clue will be a number and the audio will sound like a musical note. See Figure 2A.
•If you are playing a picture and sound matching game, the visual clue will be a picture and the audio will be a sound effect that actually matches the picture. See Figure 2B.

Figure 2A




*NUMBER MATCHING: One of the Chutes and Ladders Kids rides the ferris wheel 10 times. Find the number 10 card on your gameboard.*

Figure 2B

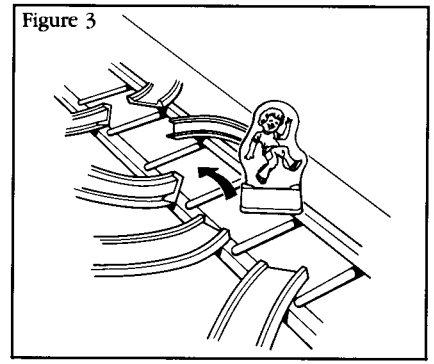



*PICTURE AND SOUND MATCHING: The cat is meowing. Listen to the cat meow and find the matching card on the gameboard.*

3. **MAKING A MATCH:** Locate the card on the gameboard that matches the visual clue and REMOVE it from the gameboard. ***Remove only one card on a turn.*** Make your match quickly because you only have a few seconds to do it. Form a pile off the gameboard for the cards you remove. Then do the following for whatever symbol is shown on the gameboard after you remove the card. The symbol will be a ladder or a chute.

•If a ladder is shown, move your playing piece up the ladder one space, as shown in Figure 3. Your turn is over.

Figure 3

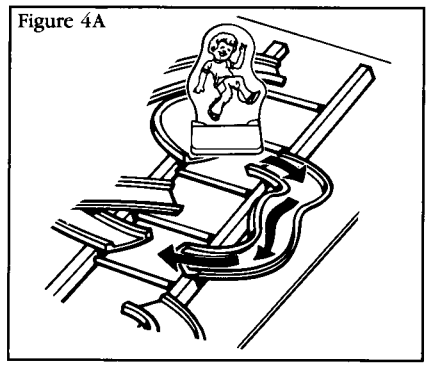


*Move your playing piece up one ladder space.*

•If a chute is shown, do either of the following:

–If the space your playing piece is on pictures the TOP of a chute, then slide your playing piece down the chute to the ladder space where the bottom of the chute ends. See Figure 4A. Your turn is over.

Figure 4A

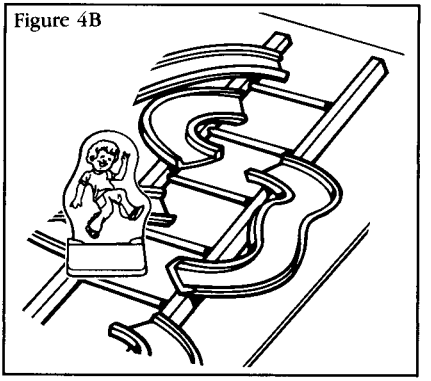


*You're at the top of the chute on this space and must slide down to this space.*

–If the space your playing piece is on does not picture the top of a chute, then do not move your playing piece. See Figure 4B. Your turn is over.

When moving on the chutes and ladders, two or more playing pieces can occupy the same space.

Figure 4B



*You're safe on this space because it does not picture the top of a chute. You remain where you are.*

4. **A MATCH IS NOT MADE:**

•If you remove a card that doesn't match the visual clue, a match is not made. The non-matching card is returned to its original space on the gameboard and you don't move your playing piece. Your turn is over.

•If you don't have time to remove a card before another visual clue is given, a match is not made. You do not move your playing piece and your turn is over.

5. As soon as the next visual clue appears, it's the next player's turn. That player must be watching carefully for the new clue and listening for the audio signal.

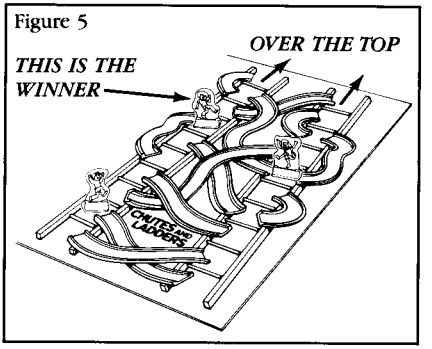
6. Continue playing as above, moving your playing pieces up ladders and down chutes as directed. When one story ends-that's one game!

# How to win

If your playing piece is on the highest ladder space at the end of the game, you're the winner! See Figure 5. There could be a tie! If so, play another game and see who wins!

**OVER THE TOP:** If you move your playing piece over the top ladder space during the game, you automatically win the game! See Figure 5.

Figure 5




**SOLO PLAY:** Play the game alone and see how high you can go up the ladders. Try to go over the top!

# How to start a new game

After each game ends, the Chutes and Ladders Kids explain set-up for the next game. Play begins automatically—no buttons to push.

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